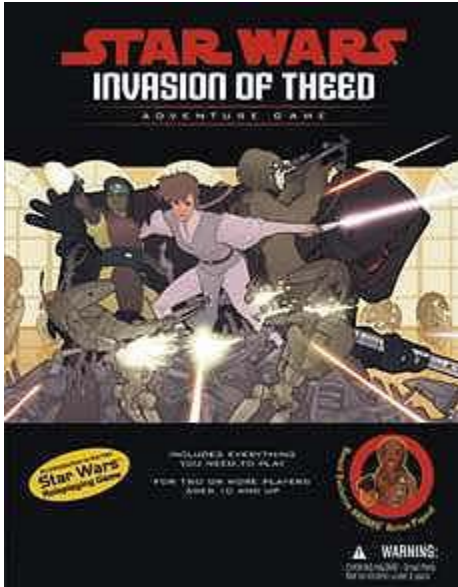


Battle in the Streets!

By Bill Slavicsek



With all the chaos and confusion filling the streets of Theed during the Trade Federation's attack, it isn't long before the heroes get caught up in the tumult. Turning a corner, they discover that a droid starfighter has locked onto a group of Naboo citizens -- and only two palace guards stand between the terrifying mechanical and the unarmed civilians!

This is a special bonus adventure that can be used with the *Invasion of Theed Adventure Game*. Play it between Adventure 4 and Adventure 5 in the *Adventures Book*. Gamemasters, read the entire adventure yourself before running it for your players.

Start the Adventure

Players' Introduction

After you've read the adventure to yourself and are ready to start playing, read the boxed introduction out loud to the players.

The streets of Theed have become a war zone. Royal Security Force members have appeared as if out of nowhere to attack the battle droids. In response, the battle droids seem to have redoubled their efforts, attacking everything they see on sight.

You and your friends have been trying to stay out of trouble, but it's getting harder and harder to find a safe haven. After running from patrol after patrol of battle droids, you turn a corner and find yourselves back in the main plaza. The palace looms ahead, but your attention immediately shifts to the action in the street.

A terrible droid, larger than any you've seen so far, walks toward the palace. Then you notice that it isn't an ordinary droid. It's a Trade Federation starfighter droid, walking along the ground on wings that have rotated to become legs! It fires mighty bursts from its twin blaster cannons, reducing whatever it hits to slag.

The starfighter droid, accompanied by four battle droids, strides purposely toward the palace, firing at unarmed citizens along the way. Two palace guards work desperately to protect a group of civilians, but they don't have enough firepower to take on the battle droids by themselves.

What are you going to do?

Gamemaster's Secret Information

High above, in orbit around Naboo, brave pilots attack the Trade Federation control ship in an effort to disable the battle droid army. Anakin Skywalker flies one of the Naboo starfighters, doing his part to defeat the invaders.

Meanwhile, the Gungans take on the bulk of the droid army, keeping it occupied while the Queen attempts to capture the Trade Federation Viceroy in the palace. And while this is happening, two Jedi Knights fight for their lives against a Dark Lord of the Sith.

Of course, the heroes don't know that any of these other desperate struggles are taking place. Instead, they're about to get caught up in their own struggle.

To win this adventure, the heroes must defeat the droid starfighter or at least survive until the Droid Control Ship is destroyed. You must keep track of each turn. Mark when each turn starts on a piece of paper. On the sixth turn, there's a

chance that the Droid Control Ship gets destroyed. As soon as that happens, all of the battle droids and droid starfighters stop working.

At the start of the sixth turn, the GM rolls 1d20. If the number rolled is a 20, the Droid Control Ship explodes high above and all of the battle droids immediately become harmless. If the roll isn't a 20, then the battle continues.

At the start of the seventh turn, if the GM rolls a 19 or 20 the control ship explodes. If not, the battle continues. With each subsequent turn, increase the chance of the control ship exploding -- 18, 19, or 20 on the eighth turn; 17, 18, 19, or 20 on the ninth turn; and so on until the heroes defeat the starfighter droid, the starfighter droid defeats the heroes, or the GM rolls the right number indicating that Anakin Skywalker has destroyed the control ship.

Set Up



Refer to the map for the exact placement of the tokens used in this adventure.

Place 4 Naboo Citizen tokens, 2 Palace Guard tokens, 1 R2 Unit token, and 1 Pilot token as shown. Place the Droid Starfighter token and 4 Infantry Droid tokens.

Then show the players where to place their character tokens.

Encounter: The Last Desperate Battle!

The heroes run into a starfighter droid, in walking mode, that strides through the streets of Theed taking blaster cannon shots at anything that moves. It's accompanied by four infantry battle droids, content to fire their blasters at everything else that the larger droid misses.

To win this adventure, the heroes need to stop the starfighter droid or at least keep it from harming too many innocents until the control ship high above is destroyed. Of course, they don't know that the end of the droid army is imminent. They should believe that it's them against the large droid -- to the bitter end.

The starfighter droid follows a specific plan of attack throughout this battle. This plan is outlined below, showing what the droids try to do each turn. The outline also has information to help the GM determine when the control ship explodes.

In addition to their characters, let the players control the two palace guards. They can move them, make their attacks, and keep track of the damage they sustain as the battle unfolds.

You (the GM) will move the citizens, the R2 unit, and the pilot. The R2 unit and the pilot stay together; each citizen moves individually.

To move a citizen token, roll 1d4 and 1d6. The d4 tells you which direction to move a citizen token: 1 -- Toward the top of the map; 2 -- Toward the right-hand side of the map; 3 -- Toward the bottom of the map; 4 -- Toward the left-hand side of the map. The d6 tells you how many spaces to move the token in the appropriate direction. A citizen can move up to 5 spaces. On a roll of 6, the citizen decides to stay right where he or she is until the next turn. A citizen token never leaves the map. If it reaches an edge, it stays in that space until the dice move it in another direction.

To move the R2 unit and pilot tokens, keep in mind that they want to reach the bottom of the map. They move 3 spaces each turn, trying to get away from the battle droids. Neither the R2 unit nor the pilot makes any attacks.

The Innocents

Pilot: The pilot stays next to his R2 unit no matter what happens.

- Initiative: 12 (moves on 10 to stay with R2 unit)
- Vitality Points: 8
- Wound Points: 8
- Speed: 5 spaces (only moves 3 because of R2 unit)
- Defense: 12
- Attack: None
- Damage: None

- Saves: Fortitude 1d20+1, Reflex 1d20+1, Will 1d20+1
- Skills: Computer Use 1d20+2, Pilot 1d20+4

R2 Unit: This spunky little droid is extremely loyal to its pilot, remaining by his side no matter what happens.

- Initiative: 10
- Vitality Points: 0
- Wound Points: 8
- Speed: 3 spaces
- Defense: 11
- Attack: None
- Damage: None
- Saves: Fortitude 1d20+2, Reflex 1d20+0, Will 1d20+1
- Skills: Computer Use 1d20+2, Disable Device 1d20+4, Listen 1d20+2, Repair 1d20+4, Search 1d20+2

Royal Security Guards: The soldiers carry blasters.

- Initiative: 10
- Vitality Points: 10
- Wound Points: 12
- Speed: 5 spaces
- Defense: 12
- Attack: Blaster 1d20+2
- Damage: 3d6 (blaster)
- Saves: Fortitude 1d20+0, Reflex 1d20+1, Will 1d20+1
- Skills: Listen 1d20+4, Spot 1d20+4, Treat Injury 1d20+2

Citizen: The typical Naboo citizen is frightened by the battle droids. He or she spends every moment trying to find a safe place to hide.

- Initiative: 8
- Vitality Points: 0
- Wound Points: 6
- Speed: 5 spaces
- Defense: 10
- Attack: none
- Damage: none
- Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+1
- Skills: Computer Use 1d20+2, Listen 1d20+2

The Opponents

Battle Droids (Infantry): These unmarked battle droids never surrender, never retreat. They are armed with blasters.

- Initiative: 11
- Vitality Points: 0
- Wound Points: 8
- Speed: 4 spaces
- Defense: 12
- Attack: Blaster 1d20+2
- Damage: 3d6
- Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0
- Skills: Listen 1d20+4, Search 1d20+4, Spot 1d20+4

Starfighter Droid: This large droid is a mindless killing machine. It strides through the streets in its walking mode, leveling its blaster cannons at any living thing that gets in its way.

- Initiative: 10
- Vitality Points: 0
- Wound Points: 55
- Speed: 4 spaces
- Defense: 17
- Attack: Blaster 1d20+2
- Damage: 3d6
- Attack: Blaster cannons 1d20+7/1d20+2
- Skills: Pilot 1d20+10, Spot 1d20+10

Battle Outline

Follow this sequence when running this battle. Remember, the battle ends when the droids are destroyed, the Droid Control Ship explodes, or the heroes are defeated.

Turn 1

In this opening turn, the starfighter droid targets a palace guard with its first attack and a citizen with its second attack.

The battle droids split into two groups of two. The first pair attacks the pilot. The second pair attacks the heroes.

Note that at no time will a battle droid or the starfighter droid attack the R2 unit.

Turn 2

During the second turn, the starfighter droid randomly targets two heroes. To determine which two heroes get attacked, have each player roll 1d10. The two players with the highest rolls watch as the starfighter droid attacks their characters this turn.

The first pair of battle droids continues to attack the pilot.

The second pair of battle droids continues to attack the heroes.

Turn 3

On the third turn, the starfighter droid attacks a palace guard with its first attack and a random hero with its second attack.

If the pilot is still alive, the first pair of battle droids continues to attack him until he is reduced to 0 wound points or the droids are destroyed. After the pilot falls, the droids turn their attention to the heroes.

The second pair of battle droids start attacking citizens this turn. They continue to attack the citizens until all of the citizens are reduced to 0 wound points or the droids are destroyed.

Turn 4

On the fourth turn, the starfighter droid splits its attacks. The first targets a hero, the second a citizen.

Turn 5

On the fifth turn, the starfighter droid attacks a hero with its first attack. Its second attack targets a palace guard.

Turn 6

This is the turn where you start to check on how the battle against the control ship is going. Roll 1d20. If you roll a 20, Anakin Skywalker destroys the Droid Control Ship and the battle droids and starfighter droid immediately stop functioning. If you roll any other number, the droids continue to attack.

This turn, the starfighter droid attacks two heroes with its blaster cannons.

Turn 7

If you roll a 19 or 20 on 1d20, the Droid Control Ship is destroyed. Otherwise, the droids continue to attack.

The starfighter droid targets a palace guard and a citizen this turn.

Turn 8

If you roll an 18, 19, or 20, the Droid Control Ship explodes. Otherwise, the battle continues.

The starfighter droid targets two heroes this turn.

Turn 9

If you roll a 17, 18, 19, or 20, the Droid Control Ship explodes. If you roll any other number, the battle rages on.

The starfighter droid targets a hero and a palace guard this turn.

Turn 10 and Beyond

Keep rolling 1d20 each turn to see if the Droid Control Ship explodes. Remember to add another number to make it easier each time. If the battle continues, the starfighter droid splits its attacks between the heroes and the innocents until only the heroes remain. Then it turns its full attention to them until they destroy it, it defeats them, or the control ship explodes.

The End?

As soon as the starfighter droid is defeated or the Droid Control Ship explodes, this adventure ends. When the battle comes to a stop, the heroes might want to check on the innocents. See the appropriate section below for details.

The Pilot and the R2 Unit

Chances are that the pilot is badly hurt or even completely out of wound points when the battle ends. Whatever his condition, when the heroes approach the pilot, read:

The small R2 droid stands over its master's battered form, beeping in a low, concerned manner. The pilot looks up at you. You can see the pain in his eyes.

"This R2 unit is important," the pilot manages to say. "It contains data that Queen Amidala must receive. I beg you, make sure this droid reaches the Queen."

If the pilot has 0 wound points, he dies after passing on this message. Nothing the characters do can save him. If he has any wound points remaining, he falls unconscious after placing the R2 unit in their custody.

The Palace Guards

If the palace guards are reduced to 0 wound points, there is nothing the heroes can do to help them. If a character searches the guards, he or she finds a diplomatic pouch with the Queen's seal on it.

If either of the guards still has wound points, he hands the pouch to the heroes. "Take this to Ambassador Kron of Alderaan. It's vital that he receives this."

The Citizens

As soon as the battle ends, any citizens with remaining wound points flee the map. The heroes can't talk to the survivors, and the casualties don't say very much either.

Experience

If the droids defeat the heroes, the heroes receive no XP for this adventure.

If the heroes defeat the infantry droids, they win 400 XP. Divide this amount by the number of heroes, giving each character an equal share.

If the heroes defeat the starfighter droid, they win 1,600 XP. Divide this amount by the number of heroes, giving each character an equal share.

If the heroes survive until the control ship is destroyed, and then the starfighter droid stops working, they receive 1,200 XP instead. Divide this amount by the number of heroes.

For every citizen, pilot, or palace guard that still has wound points at the end of the adventure, award the heroes an additional 100 XP.

Not the End!

A number of adventure hooks remain for you to develop if you so choose. These hooks are seeds for other adventures that you can create for your players.

What Data Does the R2 Unit Contain?

There's something important about the R2 unit. If the heroes present it to the Queen, they receive a new mission. Perhaps it reveals the location of the hidden pirate base. Or maybe it contains evidence of a dark side adept hiding in the Naboo wilderness. Whatever you decide, the data should lead the heroes to future adventures.

What's In the Diplomatic Pouch?

What was the palace guard carrying to the Alderaanian ambassador? Is it information about the Trade Federation? Details of a plot against Alderaan? A request for aid? The heroes must first find the ambassador, who could be anywhere since the invasion began, and then offer their services on behalf of Naboo and the Queen.